

# PLAINS

## LEGEND

- Can hurt but not kill
- Eats the animal at the end of the arrow
- Info

FOG SUPPORT | X

BLOOD WATER SUPPORT | X

DESERT SUPPORT | X

FROSTBITE SUPPORT | X

X means ability is weak/or unuseable during the season ;unuseable if not said to be weak

- Dragon Wolves
- Highly intelligent
- Semi nomadic (Has a base in the plains but have groups in other regions who go to find resources)
- Scaled and strong + they have thumbs
- Travel in packs and can create tools to build tents and tunnels |||
- Omnivores
- Fight Rhino Boars to eat them

- ALL ANIMALS
- Avoid roads/ relocate to warmer areas during frostbite |
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- Weed Eaters
- Made to eat weeds >Civ
- Detect weeds via taste >civ
- Grew to like the taste of flesh
- 1# predator
- bright, multi-colored feathers (offer warmth) very often tainted by fresh blood due it to being unable to bath. >Civ |
- Has a terrifying presence
- Long ostrich-like legs and narrow long beak able to open at a 120 degrees
- Lack sharp teeth but can make a high pitched to activate a motorized spinning blade in their mouth in order to eat and blow fog and sand>Civ ||

- Pack Weeds
- An invasive species that traveled during the making of the Civ
- Birthed from a mother plant
- Mother eats flies and turns them into kin
- Easy to kill, but come in birthed packs of 5000 ; mother births 3 times in a lifetime (1 year)
- In packs they can eat a human down to the bone in an hour
- The mother is a different organism
- Have dark small dark green hair |
- 1/3000 packs weeds will grow a new mother upon death
- Mothers hibernate during fog and weeds gain weak wings to tread fog |
- Mother is defenseless
- Both organisms stay low to the ground |
- The mother dies, then all offspring will become dormant

- Filter-Backs
- Camel like creatures with elephant trunks
- Has no hair
- Can use trunk to inhale insects and filter water
- The right nostril on the trunk is used for inhaling bugs and the left is for filtering water
- Uses humps to store water
- Humps are armor plated >Civ
- Can nap in any temp and can make use their trunks to bury themselves and sleep underground with their trunk up to get air | X |
- Easy to domesticate
- Uses little water to live >Civ |
- Primary prey during blood water

- Rhino Boar
- Close rivals with dragon wolfs
- Herd-like and lead by a chief
- Chief requirts trainers to train other members how to fight
- Rhino skinned with large feet. Two Pointed spear-tusks
- Chief is selected when they grow randomly a single curved tusks
- Fight dragon wolfs to eat them
- Omnivores
- Chief leads formations to defend against harsh climates |||

- Thwart branch
- A grass that can live for over 500 years
- Grows in a line formation making a fence
- Adults grow in 5 days and come with extremely protective skin >Civ
- The tops of the plant grow a healing fern that is when placed on skin it dissolves into the skin creating a bond
- The healing fern can be eaten but healing effects are greatly diminished
- Have tough and long roots to avoid getting digged out; weak during frostbite | X
- Reproduce over 450 years and reproduce packs of clones

- Dung-gulper
- An insect that thrives off the dung of other animals
- Eats dung and can grow up to 5x its size via eating dung + it grows fast
- The dung is converted to refined nutrients which is stored in the body
- Animals that eat the insect have even better dung this does not stack
- Its stinger is sharp for cutting wounds but not venomous + it can be removed from the insect easily
- During blood water the insect will cut into animals for a quick hint of blood |
- A shiny silver color that is often tainted with dung
- Hides behind Thwart branches and rubs fertile dung on them to help during harsh conditions |

